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AVARICE

The Final Saga

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INTRODUCTION:

As Gareth O'Hara you have lived a peaceful, but mundane life. At least as mundane as a life can be in this era of vid-phones, space travel and teleportation. That's why you were so intrigued by the note that showed up in your mailbox one day and didn't think twice before accepting it's cryptic offer.

Gareth,

You may not know who I am...

I am your uncle.

I have kept a careful eye on you since you were very young. After difficult consideration, I believe you are now ready. I would like to offer you the opportunity of a life time. I've arranged for a hovercraft to pick you up at the South Side Pier the evening of November 23. I hope you will be able to make it.

Sincerely,

Kindel O'Hara

That was what started it all yet it wasn't until you were almost to the island that you stopped to think, "an opportunity of a lifetime," what does that mean?

Welcome to Avarice!

Avarice is a leap forward in gaming technology. Taking advantage of OS/2's advanced capabilities, Avarice will lift you to the next level of adventure gaming. That is, if you are up to the challenge....

INSTALLATION:

Before you install Avarice to your hard drive, you will need about 10 megabytes of free hard drive space. To install Avarice just insert the disc into your CD-ROM drive and run the INSTALL.COMD program found in the root directory of the CD-ROM.

Avarice can also be played directly from the CD-ROM disc by double clicking on the AVARICE.EXE icon. However you will not be able to save games or settings if you run the game this way.

Starting Avarice:

Avarice can be started by double clicking on the icon created by the installation program in the Avarice folder on your desktop. You can also start it from an OS/2 command prompt by typing "Avarice" in the directory where you installed the game. Usually this directory is x:\avarice where x is the drive you picked in the installation program. Avarice can also be started with a command line argument of "3" (type Avarice 3) to permanently turn off the sound module.

THE INTERFACE:

When Avarice starts, you will be presented with a looping Avarice introduction. A title bar will be present until a game is started or restored. This title bar will let you start games, change settings, and any other options listed on the menus. When it's not set to display all of the time, the title bar is accessed by moving the mouse to the top of the screen. The full list of game options is explained in the next section:

A. Title Bar Options

Here is a brief description of the menu items and what they do.

Avarice:

New:

Start a new game of Avarice.

Save:

Save a game of Avarice.

Restore:

Restore a game of Avarice.

Pause:

Pause the current game.

Minimize:

Minimize the current game.

Save Settings:

Save the current settings.

About:

Tells who wrote the game.

Quit:

Exit Avarice.

B. Interface Settings:

Increment Viewport Size:

Increase the size of the world view window.

Decrement Viewport Size:

Decrease the size of the world view window.

Main Text Color:

Sets the main text color in the Logger and Inventory windows and the Popup Menus.

Pointer Animations

Turns pointer animations on and off.

Popup Title Text Color:

Sets the color of the Popup Menu Title text.

Popup backgrounds:

Determines Popup backgrounds.

Window Backgrounds:

Sets the background texture for the Logger and Inventory windows.

Logger/Inventory Time-out:

Sets the delay value for the Logger and Inventory window timeout.

Logger Scroll Buffer:

Sets the number of lines stored in the Logger buffer (NOTE: more lines means more memory used).

Logger Double Spacing:

Controls whether or not an extra, blank line is inserted between text responses.

Inventory Title:

Determines if the inventory title is shown.

C. Image Quality:

NOTE: By default, Avarice is setup to display the Medium image quality. This, however, is not always the fastest image load time option. If you are interested in attempting to improve your image load time, please feel free to experiment with different option combinations.

If you get an undesired image quality, selecting High Quality will always take you back to the default for your color depth.

Ultra Quality:

Sets Avarice into Ultra Quality mode which uses Large JPEGs.

High Quality:

Sets Avarice into High Image Quality Mode which loads the low quality JPEGs.

Medium Quality:

Sets Avarice into Medium Image Quality Mode. Loads the Bitmap first and then the lower quality JPEG.

Low Quality:

Sets Avarice into Low Image Quality Mode. Shows Bitmaps either 256 colors across the game palette if you're running at 256 color mode or 256 colors per picture if your running more than 256 colors.

Image Preview:

Speeds up graphics performance by loading the Low Quality pictures first.

Preloading:

Turns preloading of images On/Off. When on, Avarice will guess at the images you will need and preload those images in the background while you are occupied with other parts of Avarice.

Cache Size:

Sets the size of the cache Avarice uses to store images. More cache means a faster image display time. The cache comes out of the OS/2 Swapfile, though, so be sure to specify a size that will fit.

Color:

Sets whether or not the game is in color or not. (NOTE: This setting only works when JPEG images are being used).

Flush On Change:

Sets whether or not the image cache is emptied when an image setting is changed.

HINT: Avarice was designed to run on both 486s and Pentiums. If you find that the JPEG images are too slow, try using the uncompressed images. You will not get quite the picture quality, but the display should be faster. You might also try using the JPEGs in greyscale mode to increase speed.

D. Sound:

Effect Volume:

Controls the volume of sound effects. When the volume is Off, Avarice will automatically display the closed captions for each sound. These will appear in the Logger as blue text.

Captions:

Turns captions on/off

Beneath the viewport, you will find two other windows: the Logger (on the left) and the Inventory window (on the right).

The Logger will display and store any textual output from the game. Examples of this output might be the results from looking at an object or the text of a conversation with an NPC. If the Logger is currently storing more lines than can be shown in its display, one or two blue arrows will appear on the left side of the window. The UP arrow appears if you can scroll back through previous lines of text. The DOWN arrow appears if you can scroll forward to newer lines of text. If a text message cannot fit in the space of Logger, the first few lines will be shown, while the rest will be accessible via the DOWN arrow.

The Inventory window is filled with any objects present in the area referred to by the Inventory title. For example, if the title says "Under The Chair", the Inventory window will contain pictures for any objects that are under the chair. When the title says "Gareth", you are looking at the things you are currently holding. Your inventory will always be open and can never be closed. As you open inventories, they are added to the end of the Inventory Ring. The Inventory Ring is a circular list of the inventories that you currently have open. Newly opened inventories will be added to the end of this ring (in other words, just before the first inventory in the ring which is your inventory). The blue, double-arrow button in the top right of the Inventory window will appear when you have more than just your inventory open. Pressing it will cycle through all of the open inventories. The red X will close a given inventory. The Inventory window scrolls in the same manner as the Logger.

You may also use the function keys to perform certain activities in Avarice. The list of those activities is:

- F2: Start a new game
- F3: Quit Avarice
- F4: Toggle Logger and Inventory On/Off
- F5: Increment the Viewport Size
- F6: Decrement the Viewport Size
- F7: Toggle between Low and High quality images
- F9: Toggle between color and greyscale images (Only applicable if JPEG images are in use).

PLAYING A GAME:

A. The Pointers

When a game is in progress, you will see your current view of the Avarice world through the viewport. Everything in Avarice is accomplished by using a mouse. The mouse cursor/pointer is context sensitive in Avarice. The different cursors have the following meanings:

Pointing Hand:

This is the general cursor in Avarice. When the hand appears over the viewport or inventory windows, a right mouse button click (RMB) will create a popup menu for the object the hand is currently over. When applicable, a click with the left mouse button (LMB) while the hand is showing will push buttons or areas of control panels. The hotspot for this pointer is the tip of the index finger.

Arrows:

These pointers appear in the viewport when you can move either backward or forward. RMB popup menu activation still works when any arrow is up.

Eyes:

The eyes appear where there is something particular to look at that arrows can't directly indicate. For example looking at a computer screen or machine panel.

White Circles with Red Lines:

These cursors indicate that you will be turned when you LMB at that spot. The red line indicates how many degrees in that direction you will be turned. When the red line is pointing straight down, for example, you will be turned 180 degrees. RMB popup menu activation still works when any arrow is up.

Target:

This becomes the active cursor when you choose an action that requires selecting an object. For example, selecting "unlock ____" from the popup menu of a key would require that you specify what object you want to try to unlock with that key. A LMB or a RMB selects the object the pointer is currently over as the object of the current action. The hot spot for this pointer is the center of the cross-hairs.

The target also becomes the cursor during a drag and drop operation. To move an object via drag and drop, position the cursor over the object you would like to move, hold down the right mouse button, move the cursor to another object and release the right mouse button. Avarice will first try to put the item inside the recipient object. If that fails, Avarice will try to put the item on top of the recipient object. If that fails, Avarice will not move the item.

Throughout Avarice, you will encounter various control panels and other screens that appear in your viewport. Currently, many of these special views follow different methods of interaction. Exiting these special views will either be done using the RMB/Popup Menu or by when your pointer turns into a red X by moving the cursor to the extreme left and right edges of the picture.

B. The Objects

One of the most interesting parts of Avarice is the way that you interact with the objects in the game. Many games give you a small set of verbs or actions that you must use for every object. In Avarice, there is no set limit on the amount of applicable actions that can be performed on or with any given object. An object's applicable actions can also change over time. All of this, together with thousands of interactable objects, allows Avarice to give you a more realistic gaming experience.

To interact with an object, press the RMB while the cursor is over it. This will present you with a popup menu. The first line tells you what the object is. The rest of the lines list the actions you can perform to or with that object. In some cases, there will be a sub-popup menu that allows you to pick a more specific action. To select an action, just left click on it. If the action has a "_____" after it, that means that you need to select a second object to perform that action on or to. You may also move objects via drag and drop (as outlined in the cursor section above).

If you RMB in the inventory window and do not select an object, you will get the popup menu for the item represented by the inventory window. For example, if you RMB the inventory window when it's showing your top level inventory, you will get a popup menu for yourself (allowing you to check the time, how you are feeling, etc.).

HINT: Object interaction is key in Avarice. Many times, you will want or need to combine objects in interesting (yet logical) ways. The Avarice interface was designed to give the player greater flexibility and more realism in regards to object interaction. Approaching Avarice objects with an open, fresh outlook is essential for success.

HINT: Remember, Avarice is a real-time game. The popup menus for objects can change as time passes. Also, there are quite a few objects in Avarice. Try clicking everywhere in a few of the pictures to get a feel for the level of depth in Avarice.

C. The Puzzles

The puzzles in Avarice are intended to be challenging, yet logical. All of the puzzles in Avarice are solvable via clues that are present in the game. Many of the puzzles are also solvable in more than one or two ways. The puzzles are organized to be relatively easy at the outset. As you progress through the game, though, they will increase in difficulty. As you near one of the endings, the puzzles will be rather difficult.

The Avarice plot is also non-linear. Many of the puzzles are optional depending on which sub-plot you are currently following. It's a good bet that you could replay Avarice and discover quite a few new areas or puzzles.

HINT: With the large number of objects in Avarice, brute force solutions to puzzles are generally impossible. If you find yourself trying every possible action-object combination to solve a puzzle, you've probably missed something. The puzzles are designed to let you reason out the solution to a problem, not to force you to try every possibility. For example, reading all 1750 books in the library is an interesting way to pass time. But, reading through each book looking for one clue is unreasonable. Instead, approach the library when you have a clue that narrows down your search to a smaller number of books.

THE COMPUTER CHARACTERS (NPCs):

The computer characters, such as the butler, move about by their own free will, so through out the game they will enter and leave different rooms you're in. You interact with NPCs the same way that you interact with other parts of the game, by the pressing the RMB when the cursor is over the object. In the case of character interaction the object menu will have a Examine which gives a verbal description of who the character is, and Talk to... which enters into dialog mode.

When you enter dialog mode simply click on the question you wish to ask and the character's response will appear in the logger window.

HINT: The estate staff can be very helpful when approached properly.

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Avarice: The Final Saga Manual

Stardock™

COMPACT
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AVARICE™

The Final Saga

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